



MINDCLASH
GAMES

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PERSEVERANCE

CASTAWAY CHRONICLES

EPISODE

1

RULEBOOK

START HERE

TWO EPISODES IN ONE BOX

Perseverance was designed as an epic saga of successive games with evolving game mechanics, called Episodes. Your Castaway Chronicles game box contains *Episodes 1 and 2*—two standalone games that share certain mechanics and components but provide a different gaming experience.

We suggest starting with this rulebook to learn *Episode 1* first, and only moving on to *Episode 2*, then the *Chronicle Expansion* (also included in this box) after one or more game(s).

THE STORY SO FAR

It all began with your long-deserved holiday cruise aboard the *Pearl of the Seas* luxury liner, but a horrible, otherworldly storm one fateful night changed everything. The ship ran ashore on a mysterious, unknown island, and the crew lost contact with the outside world. With no hope for rescue, it soon became clear that the island would be your new home for the foreseeable future, and that its inhabitants—fierce, dinosaur-like creatures—do not exactly welcome your arrival. It now falls upon a few resourceful individuals, including yourself, to organize the distressed, panicking survivors into a functioning society.

Following the guidance of the ship's senior officers, you will take your part in both organizing the defenses against the dinosaurs and in sowing the seeds of a new society. Your efforts will not go unnoticed; everything you do for the community will earn you Followers, and with enough people rallying behind you, you will become a force to be reckoned with in this strange new land.

Components used in *Episode 1* are marked with the Raptor skull icon in a tilted blue square.

COMPONENTS

Components used in *Episode 2* are marked with the Shieldhead skull icon in a tilted purple square.

PLAYER COMPONENTS USED IN ALL EPISODES



4x Follower Dials



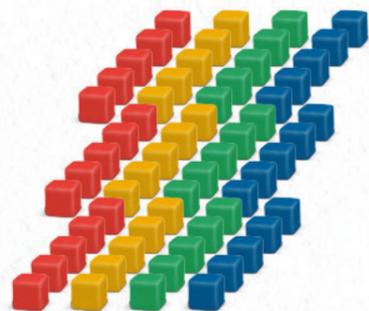
4x Vote tracker tokens



4x Valor tracker tokens



4x Patrol and Adventure dual-sided Stage markers



15x4 Influence cubes (+10x4 to use in Episode 2)



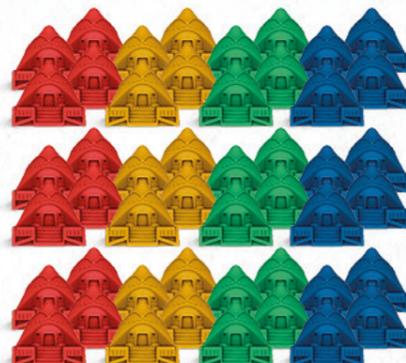
5x4 Player dice



11x4 Soldier and Leader cardboard standee bases (+10x4 to use with Episode 2 Soldier standees)



4x Leader base caps



12x4 Settlements

PLAYER COMPONENTS USED ONLY IN EPISODE 1



4x Player boards



4x Episode 1 Leader standees



4x Episode 1 Leader miniatures



8x4 Trap markers



7x4 Walls



4x Safeguard tracker tokens

ADDITIONAL COMPONENTS USED IN ALL EPISODES



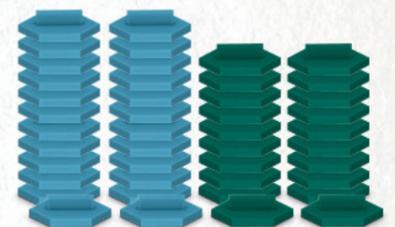
1x Assembly board



24x Trampler Dino standees



20x Raptor Dino standees



44x (24 blue, 20 green) Dino standee bases



13x Neutral dice (Maximum of 10 will be used in Episode 1.)



1x Threat die

DETERMINISTIC VERSION COMPONENTS



4x Threat track cards



8x Threat tracker tokens

EPISODE 1 CORE COMPONENTS



20x Light Soldier cardboard standees*

20x Heavy Soldier cardboard standees*



20x Story tokens*

20x Scrap tokens*

20x Food tokens*



1x Wall die

1x Trap die

1x Normal Dino die

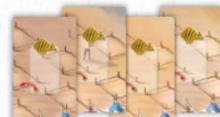
1x Dangerous Dino die



1x Main board



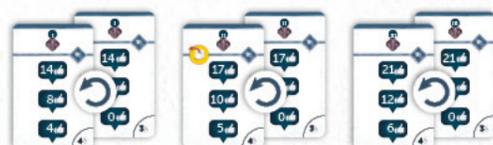
4x Officer tiles



4x Community Area cover tiles



1x Dino Attack Combat Rewards board



5x Assembly Scoring tiles



4x Dangerous Combat Area tiles



3x Breach tokens



6x Player aid cards



8x Light Challenge cards

8x Heavy Challenge cards



19x Patrol cards



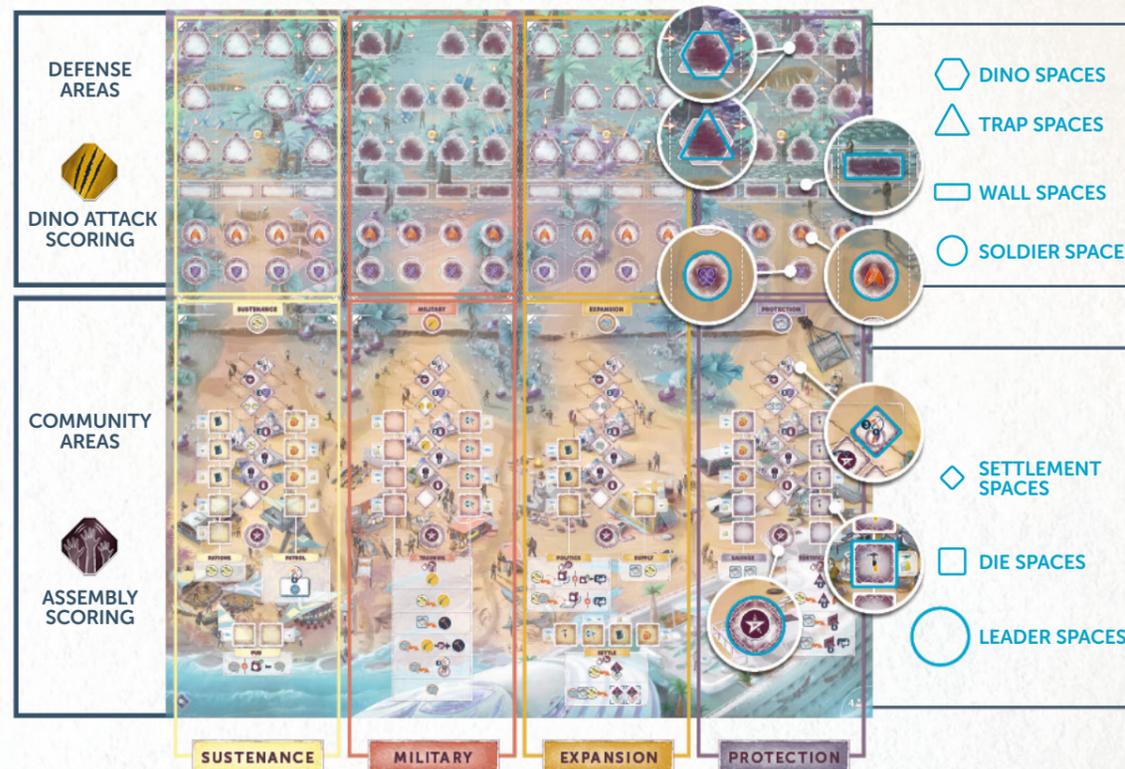
4x Assembly Reward tiles

*For better immersion, the Soldier and Resource tokens have different artwork both within an Episode and throughout the different Episodes. These components are also color-coded: *Episode 1* components with blue, *Episode 2* components with purple. While the game is intended to be played with the respective set of components, if you wish, you can mix and match them as you like.

GAME OVERVIEW

The Main board of *Episode 1*, representing the early foothold settlement of Perseverance, consists of **four adjacent Zones**: Sustenance, Military, Expansion, and Protection. Each Zone is **split horizontally** into two areas: **Community** and **Defense**.

The **Defense areas** represent the borderlands between the city and the uncharted wilderness; Soldiers, Walls, Traps, and Dinosaurs are placed here, and this is where the **Dino Attacks** will eventually take place.



The **Community areas** are the foundation of the future city of Perseverance; Settlements and dice are placed here to resolve Actions and their Effects.

In *Perseverance*, you will be **taking actions mainly by drafting dice** from a pool and **placing them on spaces to resolve various Effects**. The dice represent the most skilled survivors, with the different faces showing the tasks they are best suited for.



Perseverance: Episode 1 has **two interwoven aspects of gameplay**. In the Community areas, you will be **organizing the daily life** of the community: gathering resources, building settlements and fortifications, organizing patrols, and partaking in early political power struggles. In the Defense areas, you will be **mounting defenses** to prepare for the increasingly powerful waves of attacking Dinosaurs, the menace of the island.

Each aspect has its own scoring mechanism: the periodic **Assembly** rewards players for their presence in the Community areas, while the **Dino attacks** can earn rewards for those who excel in a heroic defense against the attacking dinosaurs. Among other rewards, both scoring mechanisms can give you **Followers**, which are required to establish yourself as a strong leader on the island and win the game.

MAIN PLAY AREA SETUP

1 Place the Main board in the middle of the table. Cover the third Dino space row in each Defense area with the matching Dangerous Combat area tile (1A) and cover the top four Settlement spaces in each Community area with the matching Community area cover tile (1B).

NOTE: Games with 2 or 3 players use a different side of the Main board than those with 4 players (1C).

2 Place the Dino Attack Combat Rewards board and the three Breach tokens next to the Main board.

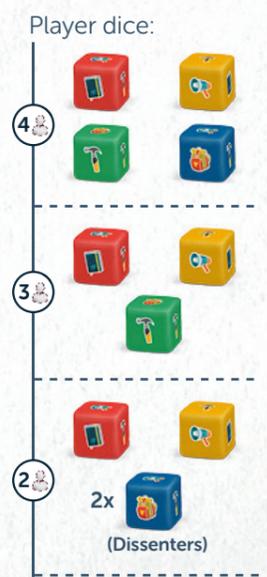
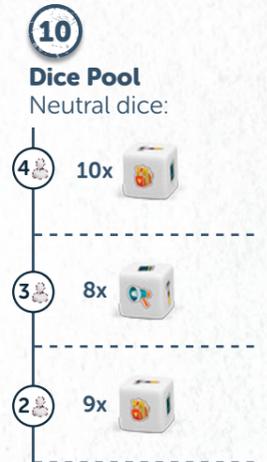
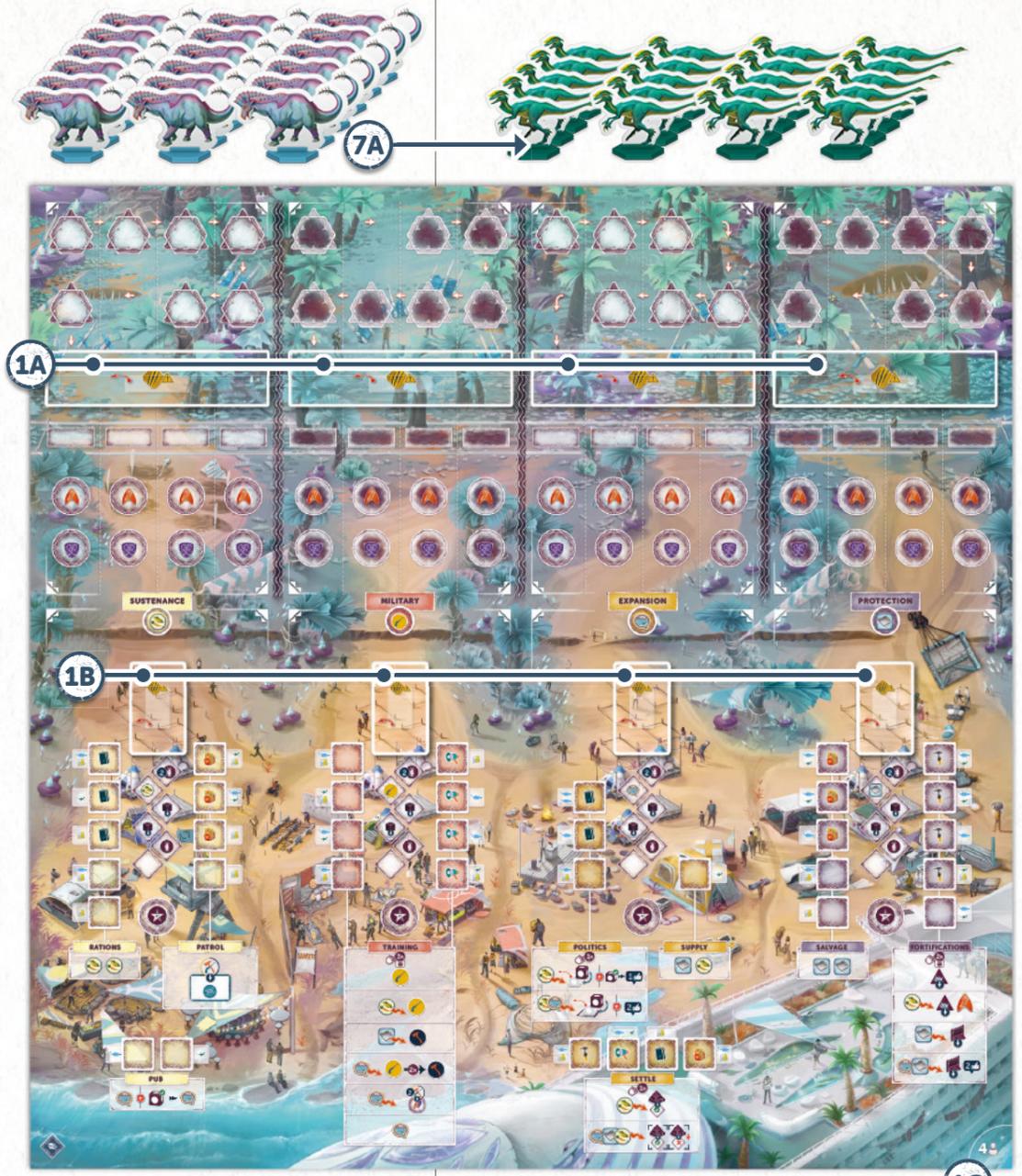
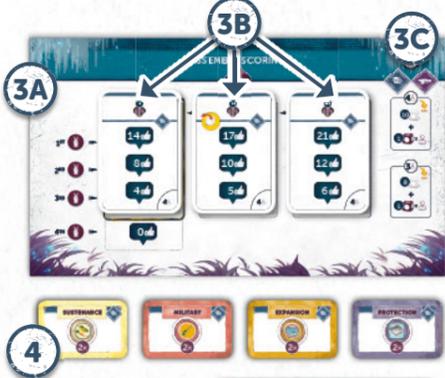
3 Place the Assembly board next to the Main Board (3A). Select the Assembly Scoring tiles corresponding to the player count (three tiles with their respective sides up for 3 and 4 players, two tiles for 2 players), and place them on the spaces on the Assembly board, from left to right in ascending order (3B).

NOTE: Games with 2 players use a different side of the Assembly board than those with 3 or 4 (3C).

4 Place the Assembly Reward tiles next to the Assembly board.

5 Randomly select 2 single-stage Patrol cards (cards with a single reward box on the bottom). Place them face up near the Main board—these will be the available Patrol cards. Shuffle the rest of the Patrol cards together into a face-down deck, and place it near the available Patrol cards.

6 Separate the Challenge cards by type, shuffle them, and place them face down as two decks close to the Patrol Deck (6A). Place the Threat die nearby (6B).



7 Insert all Dino standees into their respective colored standee bases and place them into a supply above the Defense areas (7A). Place the two Dino dice, the Wall die, and the Trap die next to the Dino supply (7B).

8 Place the Food, Scrap, and Story tokens next to the Main board as the general supply.

9 Place the 4 Officer tiles below the Main board, assigning each of them to a different Zone randomly.

NOTE: For your first game, we suggest using the following setup:

- Chief Mate—Sustenance
- Chief of Security—Military
- Chief Steward—Expansion
- Chief Engineer—Protection

10 Create the dice pool by gathering and rolling a number of Neutral dice: **9 for two** players, **8 for three** players, and **10 for four** players. Additionally, roll and add **1 Player die** from each player.

2-PLAYER RULES: When playing with 2 players, **also add 2 Player dice of an unused player color** to the pool. The unused player color added in this step represents a passive faction trying to hinder both players and will be referred to as the **Dissenters** throughout the rulebook.

NOTE: The total number of dice in the pool at the start of the game should be **13** dice for two players, **11** dice for three players, and **14** dice for four players. Indeed, the die pool at 2 players is larger than at 3 because of the unique aspects of the game with 2 players.

PLAYER SETUP

Each player chooses one of the four aspiring Leaders and takes their:

- (A) Player board
- ! Each Leader has a unique ability described in the Appendix. For your first game, we recommend playing without character abilities, using the "A" side of the Player board. Regardless of which side you choose to play, all players must use the same side of their Player board.

- (B) Leader miniature
- (C) Follower Dial set to 10 Followers

Each player chooses a player color and takes the following in that color, creating their personal supply:

- (D) 12 Settlements
- (E) 7 Wall markers
- (F) 15 Influence cubes

! Do not use all the Influence cubes you find in the box, leave 10 of them in the box, they will only be used in Episode 2.

- (G) 8 Trap markers (face down)
- (H) 4 Dice (one is already in the pool)
- (I) 5 Heavy and 5 Light Soldiers

(J) Leader base cap (Attach it to your Leader miniature.)

NOTE: If you prefer, instead of your Leader miniature, you may use the cardboard standee version of your Leader with the extra plastic stand provided.

Each player also receives:

- (K) 1 Patrol Stage marker
- (L) 1 Valor tracker token
- (M) 1 Safeguard tracker token
- (N) 1 Vote tracker token

Set the Valor, Safeguard, and Vote tracks to 0, using the respective tracker tokens.

(O) By default, you will start with 1 Food, 1 Scrap, 2 Stories, and 1 Light Soldier—as shown on the Player board's "A" side.

! Soldiers you gain are moved from the personal supply to your Player board.

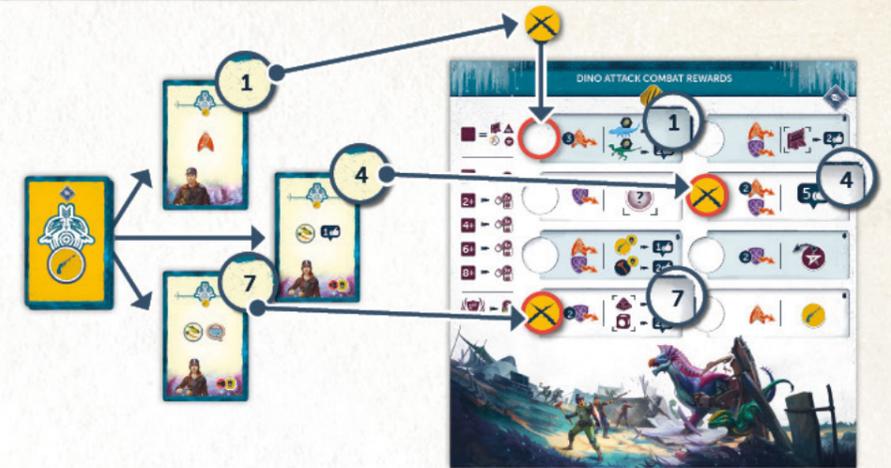
! If you are playing with character abilities and/or the Chronicle Expansion, your starting resources may differ from those described above.



DINO ATTACK COMBAT REWARDS BOARD SETUP

This board lists eight potential Combat Rewards in two columns. Place a Breach token on the circular space next to three randomly chosen Combat Reward options. We suggest randomizing which rewards to cover by shuffling one of the Challenge decks, drawing 3 cards, and placing the Breach token next to the matching numbered rewards.

Alternatively, players may agree on which three of the eight rewards they would like to choose.



BEFORE STARTING PLAY

The player who has been on a boat most recently will be **first in player order**. Player turns will proceed clockwise.

- 1 **Starting with the last player** in player order and proceeding **counterclockwise**, each player places 1 Settlement on the first (bottommost) Settlement space in a Zone of their choice where this space is still free.
- 2 Then, they place **1 Influence cube** on the leftmost empty Influence cube space on the Officer assigned to that Zone.



NOTE: For your first game, we recommend the setup below (See Figure 1):

- **Keoni:**
Settlement: Sustenance
Influence: Chief Mate
- **Jack:**
Settlement: Military
Influence: Chief of Security
- **Adelita:**
Settlement: Expansion
Influence: Chief Steward
- **Phoenix:**
Settlement: Protection
Influence: Chief Engineer

2-PLAYER RULES: After both players have placed their Settlements and Influence cubes, it is the Dissenters' turn to do so. Place **1 Dissenter Settlement** on the bottom Settlement spaces of each of the two Zones that **haven't been chosen** by either player. Choose one of these two Zones randomly and place **1 additional Dissenter Settlement** there and **2 Dissenter Influence cubes** on the corresponding Officer. Place **1 Dissenter Influence cube** on each of the other three Officers.

2-Player Example (no figure): Robert places a Settlement into the Sustenance Zone, and with that, an Influence cube on the Officer assigned to this Zone—the Chief Mate. Emmy chooses the Expansion Zone, thus influencing the Chief Steward. Now, the Dissenters place 1 Settlement into Military and Protection. They flip a coin to decide that the extra Dissenter Settlement goes in Protection, so the Dissenters place 2 Influence cubes on the Chief Engineer, who is assigned there. Finally, the Dissenters place 1 Influence cube on each of the other Officers.

ASSETS: GAINING & SPENDING

The game has three types of assets that are commonly referred to as "resources": **Food** 🍌, **Scraps** 🗑️, and **Stories** 🗨️. You gain these resources from the general supply and return them there when you spend them. You cannot spend more than what you have. These resources are considered unlimited—in the unlikely case the general supply runs out of any of them, use any suitable replacement.

You will be able to enlist brave individuals, referred to as **Soldiers** 🛡️, to fend off periodic Dino Attacks and to undertake Patrols in the city. You recruit Soldiers from your personal supply and place them on your Player board, ready to be used. Defeated Soldiers return to your personal supply, while those Soldiers that survive Dino Attacks and Patrols go back to your Player board, ready to be used again. Each Soldier type (Light 🟡 and Heavy 🔴) is **limited to 5** per player.

Safeguard 🛡️ and **Valor** 🏆 represent your brave deeds and efforts to keep the population safe. Track these on the top two tracks of your Player board. You cannot spend more Safeguard and Valor than you have, and you can never have **more than 6**. Any Valor or Safeguard gained above 6 is ignored.

To perform well during the periodically held Assemblies and gain enough support to become a force to be reckoned with, you will need **Votes** 🗳️. Track the Votes you gain on the bottom track of your Player board (and be aware that **they reset after each Assembly**). You can have any number of Votes; for values higher than 10, use the flipped side of the Vote tracker token, and for (unlikely) values higher than 19, use any proxy as necessary.

The player who has the most **Followers** 👤 at the end of the game wins. Each player tracks the number of Followers they have on their personal Follower Dial, **visible to all players**. Certain effects may cause you to lose Followers—if you need to lose more than you have, lose as many as you can (down to 0 Followers) and ignore the rest.

You can find more details on how to gain and spend the game's various assets in the **Appendix**.

TURN STRUCTURE

Your turn consists of the following steps:

- 1 **Resolve Primary Action:** Place a die, place Dinos, then resolve the respective Community Area Effect (as described in the "Primary Action" section on the next page).
- 2 **Resolve Secondary Action:** Perform one Secondary Action after resolving your Primary Action (as described in the "Secondary Actions" section on page 18).
- 3 **Resolve Patrol Card Stage:** This step only applies if you have a Patrol card in front of you. (See the "Patrol Resolution" section on page 13 for details.)

NOTE: To speed up the game, players may agree to resolve their Patrol Card Stage after the next player has started their turn, **as long as it doesn't affect that player's decisions**. The Patrol card stage must be resolved first if the turn ends with a Dino Attack and/or an Assembly (see next step).

- 4 **End-of-Turn Checks:**
 - Check for a **Dino Attack**. (See the "Dino Attack" section on pages 20–23 for details.)
 - Then, if there are **no dice remaining** in the dice pool, perform an Assembly (as described in the "Assembly" section starting on page 24).



PRIMARY ACTION

Primary Actions are taken in the **Community areas** of each Zone on the Main board. On your turn, you **always take one** Primary Action and resolve the three steps in order.

- 1 **Place a Die:** First, choose an Effect in the Community area (described in the "Community Area Effects" section starting page 12). Then, take a die from the pool and place it on **any** empty die space of that Effect.
 - ! You may choose **any** die to place, but you **lose 2 Followers** if you choose a die **belonging to another player**.
 - 2-PLAYER RULES: You do **not** lose Followers for placing Dissenter dice.
 - ! If possible, you must place the die on a matching icon space within the chosen Effect; if there are no matching die placement spaces that are empty, you may place the die on an empty space with no icon instead.
 - ! Before you place a die, **you may spend 1 Story to change its face**.
 - ! You may not place a die just to block a space, you must be able to resolve the Effect, picking at least one valid option.

- 2 **Place Dinos:** Immediately after placing a die follow, from **top to bottom**, the Dino and/or die roll icons associated with the die space to place Dinos and/or roll a die.

Place Dinos (Tramplers and/or Raptors) in the Defense area of the same Zone that you placed the die, filling up the empty Dino space(s) **following the arrows starting from the top-left space**. If the icon shows a die roll and the area had no Dino Attack yet, roll the normal (white) Dino die and place the Dino(s) shown, from top to bottom.

If the area is Dangerous (see note below), roll the Dangerous (yellow) Dino die instead.

- ! The Dangerous Combat area tile is removed after the first Dino Attack in the Zone.
- ! If you must place more Dinos than there are spaces available, place as many as you can and ignore the rest.
- ! If there is a Trap token on a space where a Dino is to be placed, place the Dino **on top of the Trap** token. (See the "Fortifications" section on page 17 for details on how to place Traps.)

- 3 **Resolve Community Area Effect:** Gain the benefits of the chosen Effect, paying any costs as necessary (as described in the "Community Area Effects" section on the next page).

NOTE: Once the first Dino Attack is triggered in a Defense area, it becomes dangerous, and this Dangerous Combat Area tile is removed. Dangerous areas reach further into the wilderness, leaving more room for expansion, but Dino attacks will be significantly tougher there, and a die placement will generally attract more Dinos than before.

Example: Jeremy 🧑 has chosen the "Fortifications" Effect in the Community area of Protection, so he decides to place a die with an Innovator (hammer) symbol. Now, he may place it on any available space with that symbol (1A), except the space with no restriction. Alternatively, he could have chosen the available Organizer (loudspeaker) die to place it on the unrestricted space (1B). The die space he choose shows a Raptor and a Die icon. The die is half yellow to remind players that if an area is dangerous, they have to roll the Dangerous Dino die. The area is not currently dangerous, so Jeremy places a Raptor on the first available Dino space (2A), then rolls the white die, resulting in a Trampler. He places the Trampler on the next available space following the arrows, right on top of the Trap that was previously placed there by Robert 🧑 (2B). The Trap token will be resolved during a Dino Attack. (See page 20 for details.)

COMMUNITY AREA EFFECTS

Each of the four Community areas has its own purpose in the struggle for survival and the prosperity of the newborn society. The different functions these Community areas are responsible for are called Effects. Resolving these Effects is the main way of collecting resources and turning them into various structures, which will both serve the city and your own goals.



OFFICER GUIDANCE

As an aspiring Leader, the Officers are going to support you with guidance throughout this rulebook. Their notes are mostly theme-related, so you may ignore them if you are only interested in the gameplay.

SUSTENANCE ZONE



CHIEF MATE

"It is now clear that we are going to be here for a while, and the Sustenance Zone is a key to our long-term survival. The food we saved from the ship won't last long, so we already established small crop fields to ensure a sustainable source of nutrition. We have sentinels watching over our community and an organized patrol to solve "incidents" with the local wildlife. In our oceanfront pub, people can blow off some steam and share their adventurous stories."

The Effects of the Sustenance Zone are focused on the welfare of people.

RATIONS



"A sustainable source of food is the cornerstone of our forming city."



Rations:
Gain 2 Food.



PATROL



"Regular patrols are necessary to fend off the dinos that wander too close to the city and make it beyond our defensive perimeter."



Patrol: Resolve the following steps in this order:

- 1 Take one of the two available face-up Patrol cards**, and place it next to your Player board. Immediately reveal another card to replace it. A Patrol card can have **one or two stages** (see Figure 1 below)—if you choose a two-stage Patrol card, mark Stage 1 with a Patrol Stage marker.
- 1** If you already have a Patrol card in front of you, you cannot resolve the "Patrol" Effect.
- 1** You must be able to fulfill the Soldier requirements on your chosen Patrol card (see next section). If you cannot, then you cannot choose this Effect.
- 2 Assign Soldiers** (from your Player board) to the card. You must assign at least the required number of **Light or Heavy** Soldiers in any combination (printed in the top left corner of the card (2A)), but **you may choose to assign up to 8 in total**. Soldiers assigned to Patrol cards **cannot be reassigned** until the Patrol is completed.

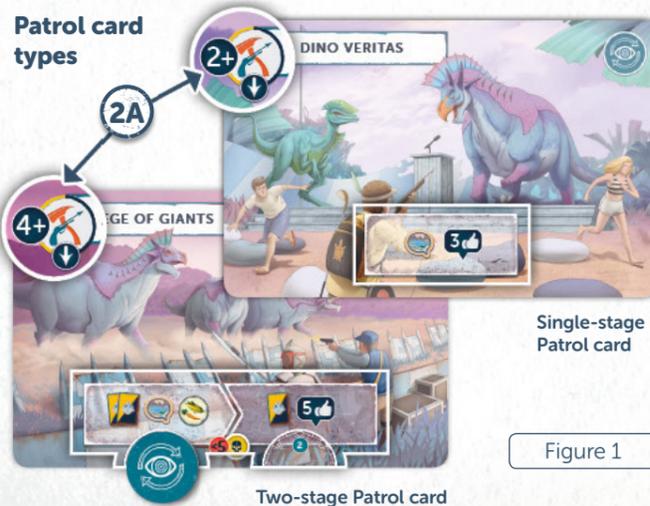


Figure 1

PATROL RESOLUTION

After resolving your Secondary Action, but before the End-of-Turn Checks, you must resolve the **current stage** of your Patrol card.

1 Receive all rewards of the stage

Gain the shown Assets and/or Structures immediately.

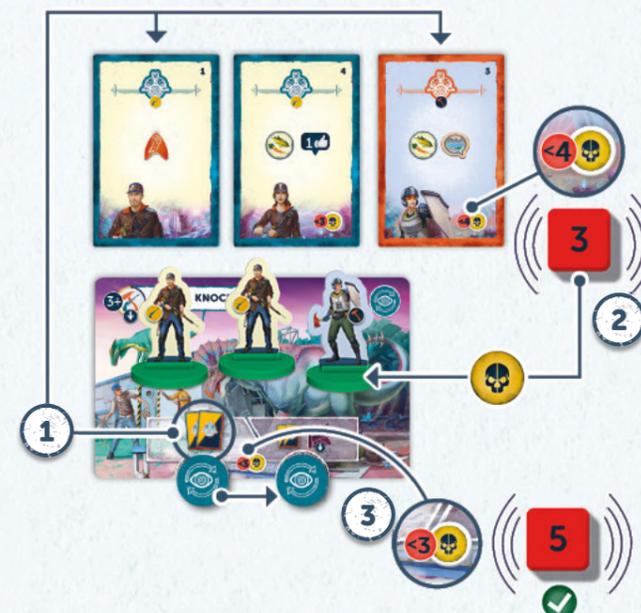
If the current stage shows one or more Challenge cards, **draw a Challenge card for each Soldier**, from the Soldier's corresponding deck (Light or Heavy), currently on the Patrol card. **Keep as many Challenge cards as shown** on the Patrol stage and **immediately receive the rewards** of the chosen Challenge cards.

NOTE: When choosing Challenge cards, keep in mind that you will need to perform Threat rolls for every Challenge card with a Threat roll icon in the bottom right corner. The higher the number, the better the reward and the greater the chance to lose the Soldier.

2 Resolve Threat rolls

Challenge cards may potentially pose a threat to the Soldier involved. If you've chosen to keep any Challenge cards with a threat, you must **roll the Threat die for each of them**.

If you roll a number **lower than the Threat** shown on the card, a **Soldier is lost** in battle, and you must return 1 Soldier of the matching type from the Patrol card to your personal supply.



Example:

Emmy assigns the minimum number of 3 Soldiers to the "Knock, Knock Down" Patrol card, comprised of 2 Light Soldiers and 1 Heavy Soldier, allowing her to resolve the first stage at the end of her turn. The first stage's reward is 2 Challenge cards. She draws 3 Challenge cards for the 3 Soldiers placed: 2 Light Challenge cards and 1 Heavy Challenge card, and chooses one of each to keep. The Heavy Challenge card has a threat of 4, so her roll of 3 results in losing the Heavy Soldier. Finally, she decides to move to stage 2 of the Patrol card, for which she rolls a second time. The Transition has a threat value of 3, so with the roll of 5, her remaining Soldiers are safe. A roll of 2 or less would defeat one of her leftover Soldiers, but she could still move on to the next stage because she would have had at least 1 remaining Soldier.

3 Stage Transition

If at least 1 Soldier survives the first stage of a two-stage Patrol card, you may choose to move on to the second stage with the Soldiers currently on the card. However, in order to proceed, you **must resolve a Threat roll**.

Compare the rolled number with the Threat value **shown between the two stages**:

- If your roll is equal to or greater:** Move the Stage marker to the next stage, and leave all of the Soldiers on the card. You must resolve the next stage in Step 3 of your next turn.
- If it is lower and you have more than 1 Soldier on the card:** 1 Soldier of any type is defeated. Return it to your personal supply, then move the Stage marker to the next stage. (You can still resolve it next turn.)
- If it is lower and you have only 1 Soldier on the card:** The Soldier is defeated. Return it to your personal supply.

If there are no additional stages on a card, or you lost the last Soldier on the card, or you simply choose not to proceed, the Patrol is **completed**.

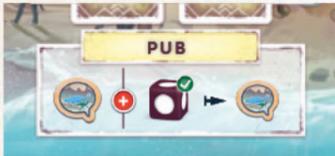
4 Wrap up

- Reshuffle all Challenge cards (including "kept" ones) drawn back to their respective decks.
- If the Patrol is completed, return any **remaining Soldiers from the Patrol card to your Player board**, and keep the completed Patrol card **face down in front of you**; it may be relevant for the Chief of Security's scoring condition. (See page 19 for details on Officers.)

PUB



"Collecting the stories, both heroic and terrifying, of the city's citizens provides the means to motivate your followers."



Pub: Gain 1 Story plus Stories equal to the total number of your Player dice **on the Main board and in the pool**. (For example, if you have three dice placed on the Main board and one in the pool, you would receive 5 Stories.)



MILITARY ZONE



CHIEF OF SECURITY

"The security team of the ship is ready to protect our people. We are, however, vastly outnumbered by the beasts, and we need to start training people not just to defend themselves but to help protect our society. We are equipping people with anything useful we can salvage from the ship, and with ammunition running low, we are teaching them how to make good use of an axe as well."

The Military Zone's single but very powerful Effect is training the average vacationer to become a Soldier.

TRAINING



"Willing passengers can be enlisted as soldiers to help in our efforts to defend the growing city of Perseverance."



Training: Pick **up to three different** options from the following list, and resolve them in any order:

- Gain 1 Light Soldier from your personal supply to your Player board.
- Spend 1 Food to gain 1 Light Soldier from your personal supply to your Player board.
- Spend 1 Scrap to gain 1 Heavy Soldier from your personal supply to your Player board.
- Spend 1 Story to convert up to 2 Light Soldiers on your Player board to Heavy Soldiers.
- Spend 1 Story to place up to 2 Soldiers from your Player board to any Defense area.
- Gain 1 Story.

NOTE: Because you can choose from the options in any order and the rewards are gained immediately, you can convert or place 1 Soldier that you just gained during the same Training Action, or you can spend 1 Story gained from the previous pick right away.

EXPANSION ZONE



CHIEF STEWARD

"The ship is heavily damaged, and we need to start the evacuation. I'm here to coordinate the passengers and manage their relationships with you as one of their potential leaders. You can use the podium to convince people to join your cause or help me coordinate the settlement process. If you are in desperate need, we may even be able to offer some of our own scarce supplies."

Setting the foundations of a flourishing city and society is the responsibility of the Expansion Zone.

POLITICS

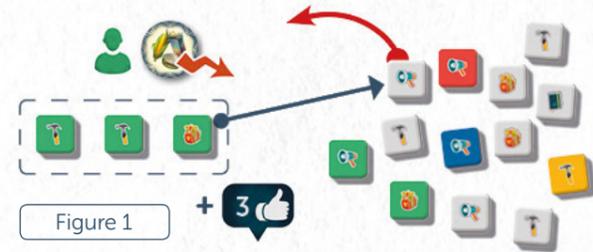


"Gain the support of the people, and increase the presence of your supporters across the city."



Politics: Pick one of the following two options:

- If there is at least one Neutral die in the pool, spend 1 Food to **replace a Neutral die in the pool with one of your Player dice**, set to the same face as the die replaced, then gain **1 Follower for each of your Player dice** you have in play (on the Main board or in the pool), including the one you just created. Return the replaced Neutral die to the box. (See Figure 1.)



- Spend 1 Food and 1 Story to **replace a Neutral die on the Main board with one of your Player dice**, set to the same face as the die replaced, then gain **2 Followers**. Return the replaced Neutral die to the box. (See Figure 2.)



- The replaced die does not trigger Dino placement nor the respective Effect.
- If you already have all 5 of your Player dice in play, then you cannot choose the Politics Effect.

SUPPLY



"The citizens of Perseverance are always ready to provide supplies from their own reserves to ensure the city is well-defended."



Supply: Gain 1 Scrap and 1 Food.

SETTLE



"Providing the citizens of Perseverance a permanent shelter with Settlements is a reliable way to gain their support during Assemblies, but these shelters cannot be built and forgotten—a common effort must be made to defend them from the ever-present dinos."



Settle: Pick one of the following two options:

- Spend 1 Food to place a Settlement into any Community area and **receive the Settlement bonus**.
- Spend 1 Story, 1 Scrap, and 1 Food to place a Settlement into **two different** Community areas. You only receive the **Settlement bonus for the first** of the placed Settlements, and you must build **the other Settlement on the bottommost** available Settlement space in the other area. (See Figure 3.)



SETTLEMENT BONUSES

Settlements may provide various **one-time bonuses** when they are built. They can be built on any unoccupied Settlement space (minding the limitation of the second option of the Settle Effect). The topmost Settlements are **at risk of falling prey** to breaching Dinosaurs during a Dino Attack. (See the "Breach Phase" section on page 21 for details.)

Settlement bonuses from top to bottom:

- 10 Place up to 3 Soldiers on Soldier spaces in Defense areas.*
- 9 Retrieve your Leader from the Main board.
- 8 Gain 3 Safeguard.
- 7 Gain 2 Food/2 Light Soldiers/2 Stories/2 Scraps.**

Settlement spaces 7-10 only become available **once the Zone becomes Dangerous** (after the first Dino attack in that Zone).

- 6 Gain 2 Votes for the next Assembly.
- 5 Gain 1 Food/1 Light Soldier/ 1 Story/1 Scrap.**
- 4 Place 1 Influence cube on the Officer in this Zone.***
- 3 Gain 1 Vote for the next Assembly.
- 2 Gain 1 Vote for the next Assembly.
- 1 No bonus.

*As described under the Place Soldiers Secondary Action on page 18.
 **Note that bonuses 5 and 7 correspond to the Production of the Zone.
 ***Officers and their Influence spaces are explained on page 19.
 See page 24 for more about Production during Assembly.

PROTECTION ZONE



CHIEF ENGINEER

"The Pearl is dead—there is no way around that. Once we are safe, I'm going to mourn this masterpiece of modern engineering, but now we need to tear it down and make use of everything we can. The best use for now is building walls and setting traps to protect ourselves against these mighty beasts, so that's what we are focusing on here."

The Effects of the Protection Zone are focused on the safety of the citizens.

SALVAGE



"We are tearing down the ship part by part to have building material for our growing settlement."



Salvage: Gain 2 Scraps.



FORTIFICATIONS



"Perseverance cannot be protected with manpower alone; makeshift defenses must be made so that our focus can move from protecting the city to building it."

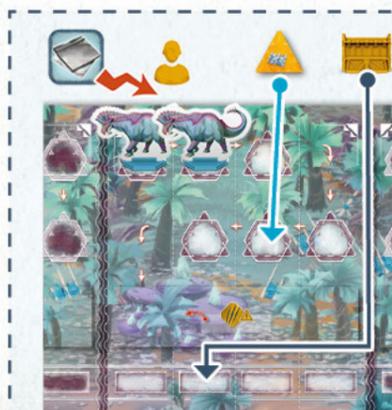


Fortifications: Pick up to two different options from the following list in any order:

- 1 Place one of your Traps (chosen freely) face down on an empty Dino space of any Defense area.
- 2 Spend 1 Food to place one of your Traps (chosen freely) face down on an empty Dino space of any Defense area, and gain 1 Valor.

- ! While players may look at their own Traps at any time, their type is hidden from the other players.
- 3 Spend 1 Scrap to place a Wall on an empty Wall space in any Defense area.
- 4 Spend 1 Story and 1 Scrap to place a Wall on an empty Wall space in any Defense area and gain 2 Followers.
- ! For additional rules on placing Traps and Walls, read the "Defense Areas" section in the right column of this page.

NOTE: While you cannot choose the same option twice, you can build 2 Walls or 2 Traps within the same Action by choosing the two different options that provide a similar result. The two Traps/Walls you build can be placed in the same or different Zones.



Example: Olivia's first pick is a free Trap. She looks for a Raptor Trap, without giving it away to other Players, and then places it on a free space in the Expansion Zone, where she thinks she has the best chance to catch a Raptor. Her second pick is a Wall for 1 Scrap. She could choose any other Zone's Defense area, but she sticks with Expansion, as she has Settlements in this Zone to protect. She chooses the space where she thinks the Wall will be most useful.

DEFENSE AREAS



CHIEF OF SECURITY

"Those beasts are watching us from the woods, waiting for the perfect time to strike. Those darn Raptors follow in the footsteps of the lumbering Trampers, hoping for easy prey. We must stop them before they breach our defenses and start threatening the civilians!"

Each Defense area consists of three sections:

- 1 The rows in the top section are **Dino spaces**. Initially, there are two Dino space rows, with the **third row revealed when the area becomes Dangerous** (after the first Dino attack in that area). Traps can only be built on empty Dino spaces.
- 2 The middle section consists of **3-4 Wall spaces** (depending on the player count), where players can build Walls with the "Fortifications" Effect.
- 3 The two rows in the bottom section are the **Soldier spaces**, where players can place Soldiers or Leaders to defend against the impending attack. Placing on these spaces awards Valor (top row) or Safeguard (bottom row).



SECONDARY ACTIONS



CHIEF STEWARD

"As an aspiring leader, you can do a lot for the community: help out in the city, mobilize your troops, or head into the fray yourself and join the defenders. Also, don't forget to consult with the Council Members every once in a while!"

As described in the "Turn Structure" section, after you resolve your Primary Action, **resolve one** of the following four Secondary Actions:

- Influence an Officer:** Choose **one target Officer**, then spend **0/2/4 Stories** to place **1/2/3 Influence** cubes from your personal supply on the chosen Officer, filling up empty Influence spaces from left to right. (See page 19 for details on how to interact with Officers.)



NOTE: Placing one Influence cube for zero Stories is always a valid Secondary Action.

- Place Soldiers:** Place **1 or 2 Soldiers** from your Player board onto empty Soldier spaces in the Defense areas. When placing multiple Soldiers, you **may split them** between multiple Zones. Each Defense area has two rows of Soldier spaces. For each Soldier you place **on a top row space, you receive 1 Valor**. For each Soldier you place **on a bottom row space, you receive 1 Safeguard**. Safeguard and Valor are tracked on your Player board. (See Figure 4.)

NOTE: There is no restriction on placing on the top or the bottom row first.

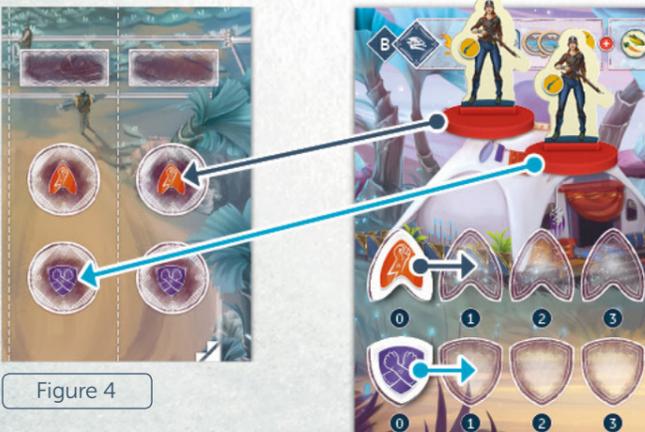
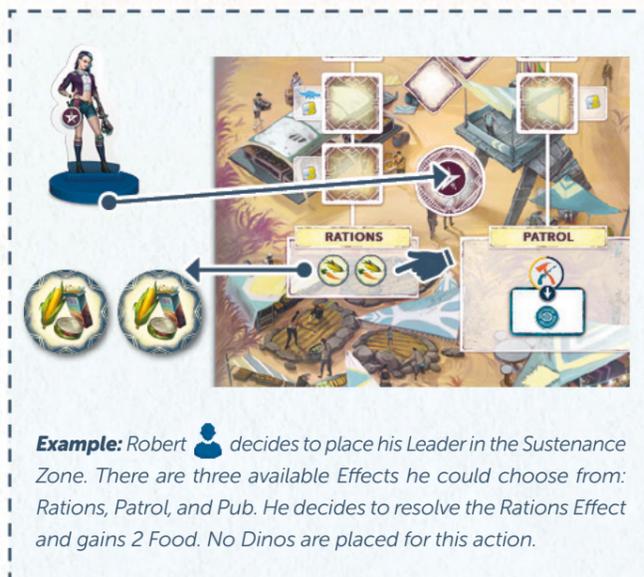


Figure 4

- Place your Leader on the Leader space of a Community area:** You may only do this if your Leader is not already on the Main board, and if there is no Leader in that Community area. After placing your Leader, resolve any one Effect in that Zone.

- Unlike placing dice, you do not place any Dinosaurs for placing your Leader in a Community area.
- By default, Leaders in Community Areas are retrieved after an Assembly.



Example: Robert decides to place his Leader in the Sustenance Zone. There are three available Effects he could choose from: Rations, Patrol, and Pub. He decides to resolve the Rations Effect and gains 2 Food. No Dinosaurs are placed for this action.

- Place your Leader in a Defense area:** You may place your Leader onto any empty Soldier space only if your Leader is not already on the Main board. Receive 1 Safeguard or Valor, just as if you were placing a Soldier. (See Figure 5.)

- By default, Leaders in Defense areas are retrieved after a Dino Attack in the respective Zone.



Figure 5

NOTE: Defense areas may each have multiple Leaders (on different Soldier spaces).

OFFICERS

The former Officers of the ship are in charge of the survivor group. Players, as the group's commissioned Leaders, are competing for their support during Assemblies by trying to have the biggest influence on them.

Influencing Officers is possible either through the "Influence an Officer" Secondary Action or by building Settlements on spaces with the respective Settlement bonuses (Settlement spaces numbered 3 and 4 on page 16).

OFFICER TILE ANATOMY

Officer Name

There are 4 different Officers in Episode 1, each with unique gameplay effects.

Influence Pool

Once the Influence spaces are filled with Influence cubes, they are moved to the Officer illustration, also called the Influence pool.

Influence Spaces

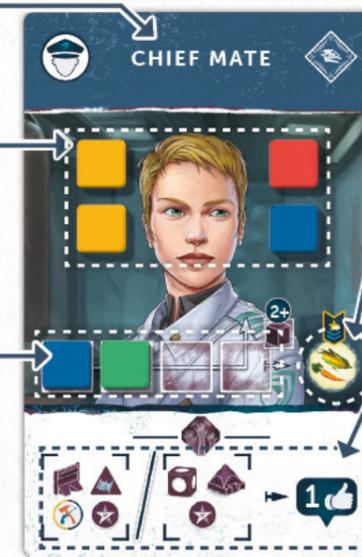
There are four Influence spaces on each Officer that should be filled first with Influence cubes. Fill the spaces from left to right, and once full, move the Influence cubes to the Influence pool and trigger the Officer Bonus.

Officer Bonus

Each Officer has a different Bonus. Whenever all 4 Influence spaces on an Officer are filled with Influence cubes, the player(s) with **at least two cubes** on these spaces immediately receive this bonus.

Scoring Condition

Each Officer has a different scoring condition. Consider these to be goals for your game that will be rewarded if you achieve **first or second place** in majority by the time an Assembly is triggered. (See page 26 for details on Officer Scoring.)



Example: Olivia decides to spend 2 Stories to influence the Chief Engineer with 2 Influence cubes. Now, all four spaces are filled, and because she is the only one with 2 Influence cubes on the Chief Engineer, she receives the bonus of 2 Safeguard.

- If during an Influence an Officer Secondary Action you would place more Influence cubes, than free Influence spaces, fill the spaces first with as many Influence cubes as possible, distribute Officer Bonuses as normal (if applicable), move the Influence cubes to the Influence pool, then continue filling up the now empty Influence spaces on the same Officer.

- It is not possible to move Influence between Officers, nor to remove Influence from an Officer.

- The total number of Influence cubes you may place is limited to 15.

NOTE: The Scoring Conditions of the Officers represent their number one priorities when it comes to the city's well-being. The better you perform in these areas, the more support you will get from them during an Assembly—only if you have enough Influence on them! Make sure to Influence the Officers whose conditions are consistent with your strategy!

DINO ATTACK

NOTE: We are going to illustrate the different phases of the Dino Attack through a single Example to demonstrate a full resolution. This is an example of a 4-player game with Robert , Emmy , Jeremy , and Olivia .

At the end of a player's turn, if all of the Dino spaces in a Zone's Defense area are occupied by Dinosaurs, a **Dino Attack** is triggered.

! If both an Assembly and a Dino Attack trigger at the end of a player's turn, the Dino Attack is always resolved first.

Execute the following steps, in order, to resolve a Dino Attack:

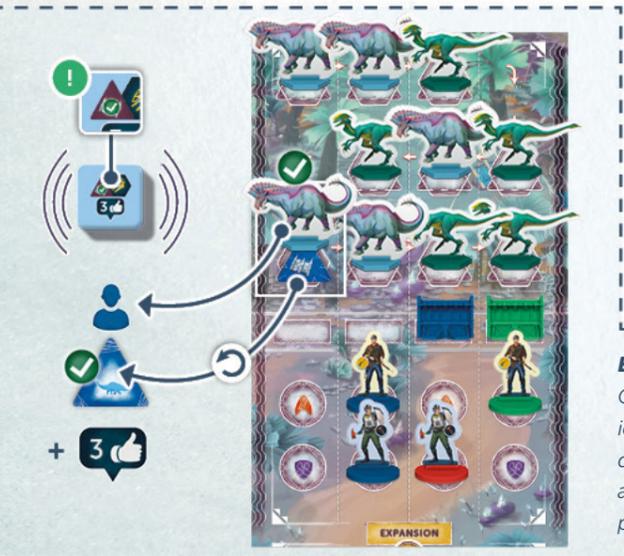
1 Trap phase (Skip if there are no Traps in the Zone.)

Turn all Traps under Dinosaurs face up. Then, for each trap, roll the Trap die.

-  **Success if it's a match:** On this result, remove the Dino **if it matches** the Trap type, and place it **in front of the Trap's owner** as a defeated Dino. They also gain the amount of Followers shown.
-  **Otherwise, leave the Dino** on the space (and do not gain the Followers shown).

 **Success anyway:** On this result, remove the Dino (even if it does not match the Trap type), and place it in front of the Trap's owner as a defeated Dino. They also gain 2 Followers.

 **Fail anyway:** On this result, **leave the Dino on the space** regardless of its type. The Trap's owner gains 2 Followers.



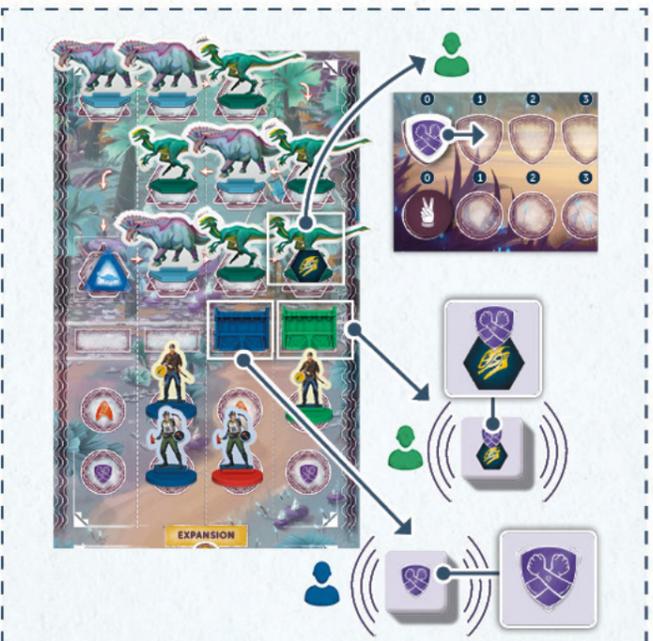
2 Wall phase (Skip if there are no Walls in the Zone.)

Roll the Wall die for each Wall from left to right. The Wall's owner gains any Followers or Safeguard shown on the roll. Additionally, if the roll shows a  icon, remove the Dino **closest to the Wall** in the Wall's column, and place it **in front of the Wall's owner** as a defeated Dino.



CHIEF ENGINEER

"Though we are doing our best, it is possible that our traps fizzle out even if they were built for the right kind of dinosaur or that they work surprisingly well even if they weren't. We are becoming more efficient with the walls too, but sometimes they are not enough to hold back the rampaging beasts."



Example: Two players have Walls in this Zone. Going from left to right, Robert  gets to start. He rolls the Wall die and, as a result, gains 1 Safeguard, but he fails to defeat a Dino, so nothing else happens. It is now Emmy's  turn. She rolls the Wall die and succeeds in defeating a Dino, so she takes the Dino closest to her Wall, a Raptor, and places it near her Player board. In addition, she also gains 1 Safeguard.

Example: Starting with the Traps, players begin resolving the Dino Attack. Only Robert  has a Trap in this Zone. Turning it face up reveals a Trampler icon—a match. This gives Robert a much greater chance to successfully defeat the Dino with his roll. He rolls the trap die, which results in a success and an additional 3 Followers. He immediately scores the Followers and places the defeated Trampler near his Player board.

3 Fight phase (Skip if there are no Soldiers or Leaders in the Zone.)

First, each Soldier and Leader in the **first row** fights the Dino(s) closest to them in **their own column**. Then, if there are Dinosaurs remaining, repeat the process for Soldiers and Leaders in the second row.

Rules for fighting are as follows:

-   Light Soldiers defeat one Dino.
-   Heavy Soldiers defeat up to two Dinosaurs simultaneously.
-   Raptors defeat the Soldier they were fighting.
-   Leaders defeat two Dinosaurs and can never be defeated.

! A Heavy Soldier can defeat **any two** Dinosaurs (possibly two Raptors), but if they encounter any Raptor, then the Heavy Soldier, too, is defeated.

! Place all defeated Dinosaurs in front of the player whose Soldiers or Leader defeated them.

! **Topple all defeated Soldiers** (leaving them in place), and leave all other Soldiers and Leaders in place for now.

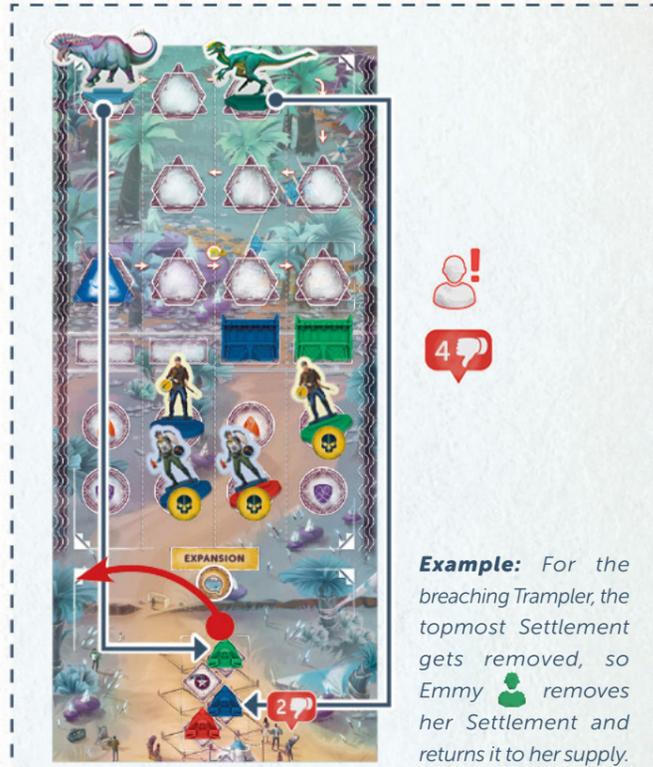


Example: Resolving the first row first, Robert's  Light Soldier in the second column defeats the Trampler closest to it, so he moves it to his Player board. Next, Emmy's  Light Soldier fights the Raptor in the fourth column and is defeated. Emmy places the Raptor on her Player board and topples the Light Soldier, leaving it in place. Now moving to the second row, Robert's  Heavy Soldier takes care of the remaining two Dinosaurs in the second column but is defeated by the Raptor. Robert topples his Soldier and places the two Dinosaurs on his Player board. Finally, Jeremy's  Heavy Soldier defeats a Raptor and a Trampler in the third column. He topples his (defeated) Soldier and takes the two Dinosaurs. Because a Trampler in the first column and a Raptor in the third column were not defeated, a breach occurs.

4 Breach phase (Skip if all Dinosaurs have been defeated.)

If the defense failed and there are undefeated Dinosaurs, they now breach. Resolve the following steps **in this order**:

- Trampers breach:** For each breaching Trampler, **remove the topmost Settlement**.
- Raptors breach:** Then, each breaching Raptor attacks a **different Settlement**, proceeding from **top to bottom**. Players lose 2 Followers for each of their Settlements attacked by a Raptor.
- 2-PLAYER RULES:** if a Raptor attacks a Dissenter settlement, nothing happens at this step.
- Penalty:** The **active player loses 2 Followers** for each breaching Dino.
- Clean up:** Return all breaching Dinosaurs to the supply.



Example: For the breaching Trampler, the topmost Settlement gets removed, so Emmy  removes her Settlement and returns it to her supply. The next Settlement is attacked by the breaching Raptor, so Robert  loses 2 Followers. Finally, the active Player, Olivia , gets a penalty of 4 (2x2) Followers for the two breaching Dinosaurs, which are then returned to the general supply. Jeremy's  Settlement is unharmed.



The citizens of the attacked Zone are thankful for any protection you can provide them. The more you contribute to our defenses, the greater your rewards. A breach, however, will limit your options, so be careful!

5 Combat Rewards phase: Players involved in the defense will now be rewarded based on their Contribution. Resolve the following steps in this order:

- Sum up the players' pieces in the corresponding Defense area to determine each player's Contribution (5A).
- Check how many picks you have based on your Contribution (5B).

Contribution	Number of Picks:
1	1x
2+	2x
4+	3x
6+	4x
8+	5x

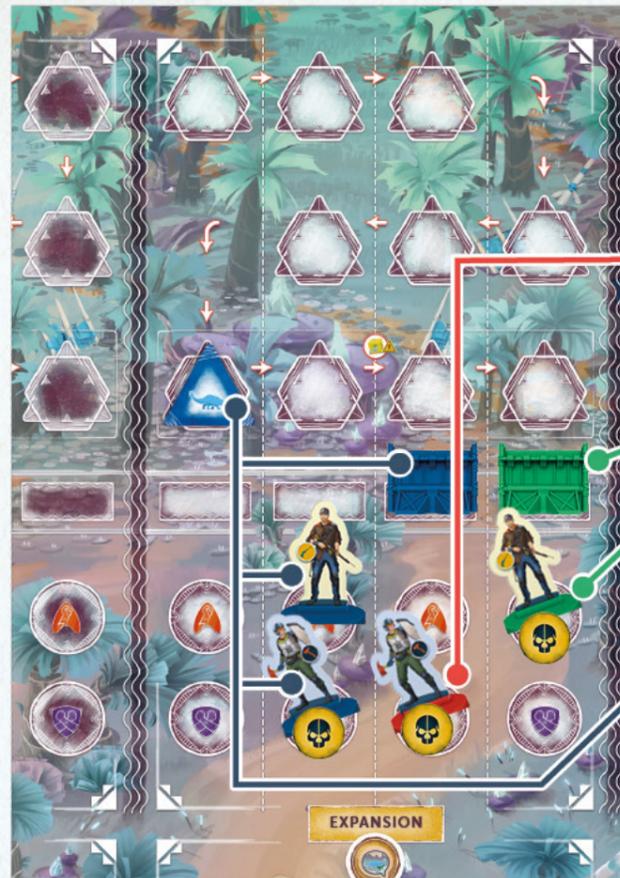
- Choose your picks up to your limit **simultaneously** with other players, paying the required Safeguard/Valor and receiving the Reward(s) immediately (5C). Only the player(s) with the **highest Contribution may repeat** a pick once (5D)!
- ! Rewards with Breach tokens may not be selected if any Dino breached.
- ! If you have no more Valor/Safeguard to pay for a Reward, your pick is lost.
- ! You may opt out of picking a Reward, even if you have enough Valor/Safeguard for another pick.

Example Rewards:

Robert (3x) has 5 Valor but no Safeguard to spend for his three picks. He spends 3 Valor for Option 1 and gains 5 Followers for the 3 Trampers and 1 Raptor he defeated during the Attack. With his option to repeat a pick, he chooses Option 8 twice and gains 2 Light Soldiers for a total of 2 Valor.

Emmy (2x) has 3 Valor and 2 Safeguard for her two picks. She spends 2 Valor and 1 Safeguard for Option 4 and gains 5 Followers. Then, she spends 1 Safeguard to gain the Zone's Production, 1 Story, using Option 3.

Jeremy (1x) has 4 Valor and 3 Safeguard. He considers skipping his option to pick but eventually decides to spend 1 Valor and 1 Safeguard for Option 5 to gain 2 Followers for his defeated Heavy Soldier.



Example: Players sum up their pieces present in the Defense area: Robert has the most Contribution, with 4 pieces, Emmy has 2, Jeremy has 1, while Olivia, the active Player, has none. With these Contributions, Robert gets to pick up to three Rewards, with an optional repeat pick, and Emmy may get up to two Rewards, while Jeremy has only one pick, and Olivia has none. They all choose their Rewards simultaneously, paying the price in Valor or Safeguard for them. Because there was a breach, Options 2, 6, and 7 are not available for them to choose.

Robert has 5 Valor but no Safeguard to spend for his three picks. He spends 3 Valor for Option 1 and gains 5 Followers for the 3 Trampers and 1 Raptor he defeated during the Attack. With his option to repeat a pick, he chooses Option 8 twice and gains 2 Light Soldiers for a total of 2 Valor.

Emmy has 3 Valor and 2 Safeguard for her two picks. She spends 2 Valor and 1 Safeguard for Option 4 and gains 5 Followers. Then, she spends 1 Safeguard to gain the Zone's Production, 1 Story, using Option 3.

Jeremy has 4 Valor and 3 Safeguard. He considers skipping his option to pick but eventually decides to spend 1 Valor and 1 Safeguard for Option 5 to gain 2 Followers for his defeated Heavy Soldier.

6 Retrieve phase:

- Each player returns all of their undefeated Soldiers and their Leader from the attacked Defense area to their Player board.
- Return all defeated (toppled) Soldiers to the players' personal supplies.
- Move all face-up Traps from this Defense area to beside the Chief Engineer Officer tile.
- ! Used, face-up Traps cannot be used again, but they may be scored with the Chief Engineer's scoring condition.
- Return all defeated Dinosaurs from in front of the players to the general supply.
- If this was the **first time the Zone was attacked**, remove the matching **Dangerous Combat area tile** in the third row of the Combat area, and remove the **Community area cover tile** from the Community area.
- ! Leave all Walls in place.

DINO ATTACK RESOLUTION SUMMARY

- 1 Trap phase
- 2 Wall phase
- 3 Fight phase
- 4 Breach phase
- 5 Combat Rewards phase
- 6 Retrieve phase



The first attack

5A

1 = 1x

2+ = 2x

4+ = 3x

6+ = 4x

8+ = 5x

5B

1st = 2

5D

5C

3 (3x) + 1 (1x) + 1 (1x) = 5

2 (2x) + 1 (1x) = 5

2 (2x) + 1 (1x) + 1 (1x) = 5

2 (2x) + 1 (1x) = 5

NOTE: For details on the available Combat Rewards, refer to the Appendix.

NOTE: All Effects are carefully designed to never allow a Dino Attack to trigger in a Zone other than the one where you placed your die during your Primary Action. Thus if you ever have a turn where two Dino Attacks would need to be resolved at the same time, you've most likely did a rule mistake.

POLITICS OF PERSEVERANCE

With the Captain missing, the elite crew of the ship, the Officers, took legislative control over the forming society. Their executives are the Leaders, chosen from the best crew members of the ship, represented by the players. There are some, however, who are not willing to accept their leadership. They are led by the Dissenters, a group with its own Agenda, striving to take control over the growing city. The Dissenters are only in play with 1 or 2 players where they are an important force to be reckoned with!

ASSEMBLY



CHIEF STEWARD

"The Assembly is our regular gathering where we discuss what we have achieved so far and how to proceed. We are also voting for our community leader for the next cycle—but votes are not the only way the community can appreciate and honor our aspiring leaders' work and dedication."

An Assembly is triggered at the end of a player's turn when there are no dice left in the pool.

Doing well in an Assembly will score a significant amount of Followers for the players with the most Votes, so it can be a very important milestone on the path to victory.

Getting Votes is possible either through building Settlements on spaces with the respective Settlement bonuses (Settlement spaces numbered 2 and 6 on page 16) or during an Assembly (as follows).

NOTE: 2-player games consist of a total of two Assemblies, while 3 and 4-player games consist of a total of three.

Before getting into details on how an Assembly is resolved, there are three very important terms to clarify first:

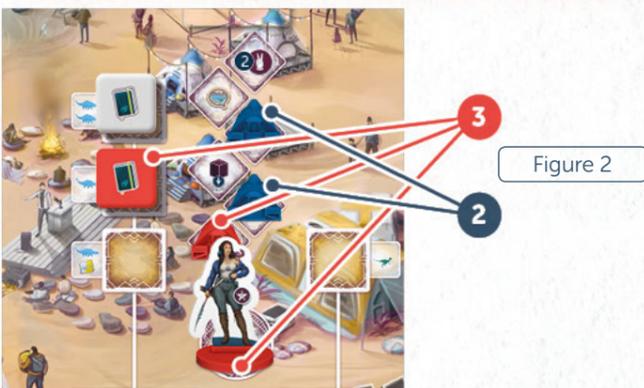
- **Population:** The Population of a Zone is **2 plus the total number of Settlements**, of any color, in that Zone's Community area. (See Figure 1). This is shown on one face of each Zone's Assembly Reward tile. A Zone's Population can **provide Votes during an Assembly**.

Figure 1



- **Presence:** A player's Presence in a Zone is equal to the number of pieces in that player's color present in that Zone's Community area (**ignore pieces in the Defense area**).

- ! Pieces that should be counted as Presence are the **player's own dice, Settlements**, and their **Leader miniature/standee**, if it's in the Community area. (See Figure 2.)



- **Production:** Each Zone produces a certain type of asset. From left to right, these are: Food, Light Soldier, Story, and Scrap. This is printed on the Main board and also shown on the other face of each Zone's Assembly Reward tile.



- ! **2-PLAYER RULES:** In 2-player games, track the Votes gained by the **Dissenters** as if they were a third player.

ASSEMBLY RESOLUTION

When resolving an Assembly, follow these steps in order:

1 Check majority and distribute Assembly Reward tiles for each Zone from left to right:

The player with the **most Presence** in each Zone receives that Zone's Assembly Reward tile (1A).

Resolving ties:

- If **two players tie** (this may include the Dissenters in a 2-player game), each tied player receives **Votes equal to half the Zone's Population**, rounded down, instead of the tile (1B).
- If more than two players tie, they receive nothing.



Example: Jeremy has majority in Expansion with his four colored pieces, so he gets the Assembly Reward tile for that Zone. Robert and Emmy are tied for first in Protection. No one gets the Assembly Reward tile, but they both get half of the available Votes in this Zone, which is 2 Votes. The base 2 Votes + 2 Settlements would mean 4 Votes normally, but they receive half of that for being tied.

2 Choosing Rewards:

Each player with one or more Assembly Reward tiles chooses to receive **either Production or Votes for each**, using the two sides of the tile(s).

They do this secretly and simultaneously.

Once everyone has made their choice, players **reveal their choices simultaneously**.

- Players who chose Production receive the Zone's **Production twice** (2 Food, 2 Light Soldiers, 2 Stories, or 2 Scrap), while players who chose Votes receive **Votes equal to the Population of the Zone** (the number of Settlements plus 2). Keep track of Votes earned during the Assembly on the Vote track on each player's board.

- The player (if any) with the second-highest Presence in each zone receives **half of the reward that was not chosen during the previous step**. This can either be a single Production OR half the Votes, rounded down. Players tied for second-highest Presence receive nothing.

- ! **2-PLAYER RULES:** If the Dissenters have the single most (i.e. not tied) Presence in a Zone, they always choose Votes. They also receive half the Votes if they are tied for majority OR they are second and the player in majority chose Production (just like a normal player would). The Dissenters ignore all rewards other than Votes during an Assembly.

- ! Players should track their Votes on their Player boards by immediately moving the Vote tracker token to the right equal to the number of Votes they received.

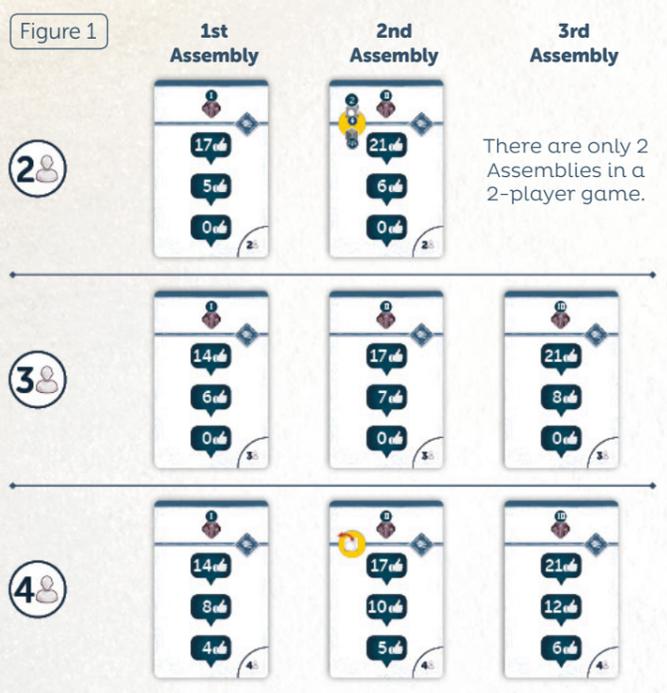
NOTE: Flip your Vote tracker token to track Votes over 9. In the unlikely case that you receive more than 19, use any proxy to keep track.



Example: Jeremy decides to get the Production of Expansion twice as a reward. He immediately gets 2 Stories. This means, that Emmy, who was second in majority, will receive half of the votes available in this Zone. There are 2 Settlements present, so she gains (2+2) / 2 = 2 votes.

3 **Assembly Scoring:** Check the Vote track of each player, and **rank players by most Votes**. Based on the current Assembly Scoring tile, players with the most Votes will be rewarded with a significant amount of Followers. (See Figure 1.)

NOTE: Later Assemblies have higher Follower rewards.



Resolving Ties
In case of a tie, each tied player is considered to be ranked on the respective rank, and they score Followers equally for it. The player next in rank will score for their achieved rank as normal. In other words, if there is a tie for first place, the player with the second-most Votes will score for second place.

! Players with 0 Votes should not be ranked, so it is not possible to score Followers without Votes in an Assembly.

Example (no figure): Jeremy and Olivia both have 14 Votes in the second Assembly of a 4-player game, and with that, they tie for first place. Robert is now considered to have second place with his 10 Votes, while Emmy has no Votes at all. Jeremy and Olivia score 17 Followers each for first place, Robert scores 10 Followers for second place, and the Followers for third place are not scored as Emmy has no Votes at all.

2-PLAYER RULES: If they have enough Votes, the Dissenters can also claim first or second place in an Assembly. If they do, ignore any Followers they would score, but the player(s) they overtook will only score Followers according to the lower position(s).

4 **Officer Scoring:** For each Officer tile, the player(s) with the **most** Influence on it (including both in the Influence pool and spaces) receive Followers based on the scoring condition. Then, the player(s) with the second-most Influence receive **half** the Followers, rounded down, based on the scoring condition. Ties are friendly for both first and second place. Players tied for most Influence receive the full amount of Followers, and those tied for second-most receive half of the amount.

NOTE: These scoring conditions are detailed in the Appendix.

Example: The Chief of Security scoring condition gives 2 Followers for each completed or currently in progress Patrol card. Robert and Olivia are tied for first place with 3 Influence cubes each, so they will both receive the full amount of Followers for this condition. Robert has 3 completed Patrol cards for 6 Followers total, while Olivia has 2 for 4 Followers. Emmy has the second-most Influence cubes, for which she will score half of the Followers for this condition. She has one completed Patrol card, so she gains 2/2=1 Follower.

2-PLAYER RULES: Dissenters do not score Followers, but their Influence cubes affect majority. Therefore, if a player has fewer cubes than the Dissenters, the player will not score the full value, even if the other player is not present.

5 **Wrap Up:**
• Put the leftmost Assembly Scoring tile (the one just scored) back into the box, then slide the rest one space to the left.

! If there are no more Assembly Scoring tiles in play, proceed to "Final Scoring" and ignore the rest of the Wrap Up Phase.

• Each player with a **Leader** in a Community area **retrieves** them to their Player board.
• Collect all dice from the Main board, implement the following changes, then roll all dice to re-create the dice pool. **Changes to the dice pool:**

2-PLAYER RULES: Add 2 Dissenter dice to the pool (for a new total of 15 dice, 4 of which are Dissenter dice). Then, place 1 Dissenter Influence cube on each Officer. Immediately resolve any Officer Bonuses that this might trigger, as explained on page 19.

4-PLAYER RULES: After the first Assembly, remove one Neutral die from the game and return it to the box.

- Put the available **Patrol cards** (i.e. Patrol cards not in front of players) to the bottom of the deck in a random order, and reveal 2 new ones.
- Reset each player's Vote tracker to 0.
- Continue the game with the next player's turn as normal.

ENDING THE GAME

The game ends immediately after the second Assembly in a 2-player game or after the third Assembly in a 3- or 4-player game.

FINAL SCORING

At the end of the game, each player may gain Followers in several ways:

1 **Walls and Traps**
Add up the number of Walls and Traps that each player has across **all** Defense areas. In descending order, starting with the player with the most Walls and Traps combined, each player **scores Followers as shown on Figure 1**.

! A player with zero Walls and Traps in the Defense areas scores no Followers.

2 **Soldiers and Leader**
Add up the number of Soldiers (and possibly their Leader) each player has across **all** Defense areas. In descending order, starting with the player with the most Soldiers (including their Leader), each player **scores Followers as shown on Figure 1**.

! A player with no Soldiers or Leader in the Defense areas scores no Followers.

3 **Leftover assets**

Each player gains **1** Follower for each Food, Scrap, Story, 2 Light Soldiers, 1 Heavy Soldier, and **pair** of 1 Safeguard and 1 Valor that is on their Player board, in any Defense area, or on an unfinished Patrol card.



! Ties are friendly and are resolved exactly like the Assembly Scoring.

THE PLAYER WITH THE MOST FOLLOWERS WINS THE GAME.
If multiple players tie, the winner is the player with the most total Soldiers (on the Main board, on their Player board, and on unfinished Patrols).
Any still-tied players share in the win.

OPTIONAL RULE SET

THE DETERMINISTIC VERSION

We believe that survival on a dinosaur island has to have some unpredictability to it, which *Perseverance* simulates with die rolls. We designed the game in a way that the effect of these die rolls depends on the player's choices and can always be mitigated or calculated with some degree of certainty. However, for those who feel uncomfortable with the dice possibly derailing their well-laid plans, we created the Deterministic version: a modular ruleset designed to eliminate the variance of die rolls from the different aspects of the game.

The Deterministic version has an **alternate rule** for each game aspect involving dice and is fully modular. You may use all of the following rules to **fully eliminate the variance of die rolls** from the game or use only a few of them to keep some of it.

Dino placement: At the beginning of the game, roll both Dino dice. Whenever you would have to roll a Dino die after a die placement, instead place the Dino(s) currently shown on the respective die, **then** reroll the die. This way, you will always know what Dinos you can expect as a result of a die placement.

Walls: Leave the Wall die in the box. During the Wall phase of a Dino Attack resolution, each player always receives 1 Safeguard for each of their Walls, but nothing else happens. During the Fight phase, the Soldier or Leader closest to the Wall in the same column defeats 1 additional Dino (this might affect which Soldiers are defeated). This Dino is collected by the owner of the Soldier, even if it's a different player than the owner of the Wall. If there are no Soldiers nor Leader behind the Wall, the Wall has no effect during the Fight phase.

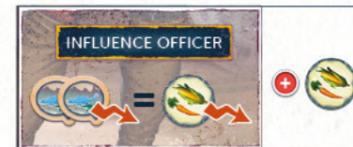
Traps: Leave the Trap die in the box. During the Trap phase, each revealed Trap that matches the Dino on it defeats the Dino. Place the defeated Dino in front of the trap's owner, who also scores 3 Followers. Each Trap that does not match the Dino on it has no effect (but it still counts toward Combat Contribution as normal).

Threat: Leave the Threat die in the box. Instead, give each player a Threat tracker card and two Threat tracker tokens (one for Light and one for Heavy Soldiers). Place those tokens on the space marked with the Setup icon on the Threat tracker card. Whenever you would need to roll the Threat die, instead advance on the Threat track with the respective Soldier's tracker token **the number of steps equal to the Threat value**. When the Threat value is not linked to a Soldier type (when progressing to the next level of a Patrol), you may choose which Soldier's tracker to advance, but **you may not split the value**, and you may not choose a type not present on the Patrol card. Each time you **cross the skull symbol** (move beyond "5") on the track, return **1 Soldier of the respective type** from the Patrol card to your supply.

Example: While resolving the first stage of his Patrol card, Robert chooses a Heavy Challenge card with a Threat value of 2. He moves the Heavy Soldier Threat tracker token two spaces, crossing the skull symbol, which means 1 Soldier of the respective type is defeated (1). He still has 1 Light and 1 Heavy Soldier on the Patrol card, so he decides to move on to the second stage. He prefers to move the Light Soldier tracker token 3 spaces for the Threat value of 3 on the Transition (2).

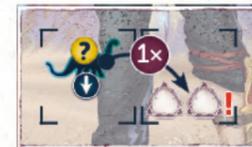
APPENDIX

LEADER ABILITIES



ADELITA

Ship's Chef: You start with 1 additional Food. When using the "Influence an Officer" Secondary Action, you may substitute 1 Food for 2 Stories (including substituting 2 Food for 4 Stories or mixing).



JACK

Fireworks: Whenever one or more Dinos would be placed in a Defense area during your Primary Action, you may place one of those Dinos (of your choice) into another Defense area with **at least 2 Dino spaces left**.



PHOENIX

Net Gun: When placing your Leader in a Defense area, you can either gain 1 additional Safeguard/Valor (of your choice) **OR** you may immediately place one of your Traps under a Dino already placed in that area. (You cannot place a Trap onto another Trap nor on an empty Dino space this way.)



KEONI

Natural Leader: After resolving the "Training" Effect, you may place 1 Light Soldier from your Player board in any Defense area and gain Safeguard/Valor as normal.

OFFICER BONUSES AND SCORING CONDITIONS

	Scoring Condition	Officer Bonus
Chief Mate	Choose a Community or Defense area of one Zone. Gain 1 Follower for each piece you have there (your Settlements, dice, or Leader in a Community area; or your Soldiers, Traps, Walls or Leader in a Defense area).	1 Food
Chief of Security	Gain 2 Followers for every Patrol card you have completed or currently have in progress.	2 Valor
Chief Steward	Gain 3 Followers for each set of 2 Settlements and 1 Player die you currently have in play on the Main board and in the dice pool. (e.g. To score 6 Followers, you need 2 Player dice in play and 4 Settlements built.)	1 Scrap
Chief Engineer	Gain 1 Follower for each Wall or Trap you have built (already used or on the Main board).	2 Safeguard

DINO ATTACK COMBAT REWARDS

Option	Cost	Reward
Option 1 	3 Valor	Gain 1 Follower for each Trampler and 2 Followers for each Raptor you defeated during this Dino Attack.
Option 2 	1 Valor + 1 Safeguard	Gain 2 Followers for each of your Walls in the Zone this Dino Attack was triggered in.
Option 3 	1 Safeguard	Gain 1 Production from the Zone this Dino Attack was triggered in. (Food, Light Soldier, Story, or Scrap, respectively.)
Option 4 	2 Valor + 1 Safeguard	Gain 5 Followers.
Option 5 	1 Valor + 1 Safeguard	Gain 1 Follower for each of your Light Soldiers and 2 Followers for each of your Heavy Soldiers defeated during this Dino Attack.
Option 6 	2 Safeguard	Retrieve your Leader to your Player board.
Option 7 	2 Safeguard	Gain 1 Follower for each of your Settlements and 2 Followers for each of your Player dice in the Zone this Dino Attack was triggered in.
Option 8 	1 Valor	Gain 1 Light Soldier.

ASSET AND RESOURCE OVERVIEW

Below is a summary on how you can obtain the various assets and resources of *Perseverance* and what they are used for.

FOOD

Food is a necessity of a stable society, and with the supplies from the ship running low, we become more reliant on what the island provides.

You can **gain Food** in the following ways:

- using the "Rations" Effect,
- using the "Supply" Effect,
- triggering the Sustenance Zone's Production during a Dino Attack or an Assembly,
- receiving certain Settlement bonuses in the Sustenance Zone,
- finding it on some Challenge and Patrol cards, and
- getting the Chief Mate's Bonus.

Food can be **spent** on

- placing Settlements,
- gaining additional Player dice with the "Politics" Effect,
- gaining Light Soldiers, and
- placing Traps with a Valor bonus.

SCRAPS

Scraps are salvaged parts from the wrecked ship that can be used to lay the foundations of the settlement and its defenses.

You can **gain Scraps** in the following ways:

- using the "Salvage" Effect,
- using the "Supply" Effect,
- triggering the Protection Zone's Production during a Dino Attack or an Assembly,
- receiving certain Settlement bonuses in the Protection Zone,
- finding it on some Challenge and Patrol cards, and
- getting the Chief Steward's Bonus.

Scraps can be **spent** on

- placing multiple Settlements,
- building Walls, and
- gaining Heavy Soldiers.



STORY

On a mysterious dinosaur island where everything is new and dangerous, rumors spread like wildfire. The stories of your heroic deeds can help you rally Soldiers and gain the favor of the ship's ranking Officers.

You can **gain Stories** in the following ways:

- using the "Pub" Effect (ideally while having multiple Player dice already in play),
- using the "Training" Effect,
- triggering the Expansion Zone's Production during a Dino Attack or an Assembly,
- receiving certain Settlement bonuses in the Expansion Zone, and
- finding it on some Challenge and Patrol cards.

Stories can be **spent** on

- placing multiple Settlements,
- converting a Neutral die already on the board to a Player die using the "Politics" Effect,
- building Walls with a Followers bonus,
- influencing Officers,
- converting Light Soldiers into Heavy Soldiers using the "Training" Effect,
- placing Soldiers using the "Training" Effect, and
- changing the face of a die before placing it.

INFLUENCE

Since the settlement is growing under the guidance of the ship's four ranking officers, influencing them to support your endeavors is crucial.

You can **gain Influence** on the Officers in the following ways:

- settling on certain Settlement spaces and
- using the "Influence an Officer" Secondary Action.

You place Influence cubes on Officers to potentially gain Followers for their scoring condition after each Assembly and to trigger their bonuses.



SAFEGUARD AND VALOR

Safeguard and Valor symbolize the settlement's gratitude for your protection and heroism.

You can **gain Safeguard and Valor** in the following ways:

- placing Soldiers or your Leader in the Defense areas,
- finding it on some Challenge and Patrol cards,
- having Walls during a Dino Attack (Safeguard),
- placing Traps (Valor), and
- getting the Bonuses of the Chief of Security (Valor) and the Chief Engineer (Safeguard).

You can **spend Safeguard and Valor** on valuable Combat Rewards after Dino Attacks, and each remaining pair is worth 1 Follower at the end of the game.

SOLDIERS

Soldiers are the ex-security personnel of the ship and other brave souls determined to protect the developing settlement from the dinosaur menace.

You can train Soldiers with the "Training" Effect and gain Light Soldiers by triggering the Military Zone's Production, by settling on certain Settlement spaces in the Protection Zone or during a Dino Attack or Assembly. Soldiers can be used either to defend against the attacking Dinosaurs or to undertake Patrols.

CREDITS

For credits, please refer to the final page of the *Episode 2* Rulebook.

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ICON GLOSSARY

	FOOD				TRAP
	SCRAPS		WITHIN A ZONE		TRAMPLER DINO
	STORY		RETRIEVE		RAPTOR DINO
	VALOR		DISCARD		ANY DINO
	SAFEGUARD		REPLACE		DINO DEFEATED
	INFLUENCE		SPEND		TRAP DIE
	DISSENTER INFLUENCE		FLIP (tile)		WALL DIE
	LIGHT SOLDIER		PLACE		NORMAL DINO DIE
	HEAVY SOLDIER		COMPLETE/HAVE		DANGEROUS DINO DIE
	LEADER		RESOLVE		THREAT DIE
	GAIN FOLLOWER		PATROL CARD		THREAT LEVEL
	LOSE FOLLOWER		PLAYER DIE		SOLDIER DEFEATED
	ACTIVE PLAYER		DISSENTER DIE		PRODUCTION OF A ZONE
	PLAYER		NEUTRAL DIE		DINO ATTACK
	OFFICER		CONTRIBUTION (Dino Attack)		ASSEMBLY
	OFFICER BONUS		SETTLEMENT		VOTE
	PICK ONE (from multiple options)		WALL		RANK IN A MAJORITY (relative to other players)
	PICK TWO DIFFERENT		BOTTOMMOST		SETUP
			EFFECT		